



ASSOCIATED & CATHOLIC COLLEGES
of WESTERN AUSTRALIA

NORTH WESTERN ASSOCIATED SCHOOLS CHARTER OF OPERATIONS

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AIM

It is the aim of the North Western Associated Schools, as a sub-association of the Associated & Catholic Colleges, to further develop an interschool sporting competition that promotes participation, sportsmanship, leadership, and socialization amongst students.

MEMBER SCHOOLS

SCHOOL	ADDRESS	TELEPHONE
Aranmore Catholic College	Franklin St, Leederville	9444 9355
Carmel School	Cresswell Rd, Dianella	9276 1644
Mercy College	Mirrabooka Ave, Koondoola	9247 9247
John Septimus Roe	Mirrabooka Avenue, Mirrabooka	9247 2242
Kingsway Christian College	157 Kingsway St, Darch	9302 8777
St George's Anglican Grammar School	50 William Street, Perth	9312 0800

SPORTS STAFF CONTACTS

SCHOOL	HEAD OF SPORT	EMAIL	PHONE	MOBILE
Aranmore Catholic College	Adam Miotti	Adam.miotti@cewa.edu.au	9201 5234	
Carmel School	Wendy Atkinson	atkwens@carmel.wa.edu.au	9276 1644	0418 947 541
Mercy College	Hayden King	Hayden.king@cewa.edu.au	9247 9247	0434 104 234
John Septimus Roe ACS	Brooke Lyons	nchapman@jsracs.wa.edu.au	9247 2242	0414 688 448
Kingsway Christian College	David Colin-Thome	david.colin-thome@kcc.wa.edu.au	9302 8758	0480 177 305
St George's AGS	Jodie Scheele	jscheele@stgeorges.wa.edu.au	9312 0800	0403 905 552
Emmanuel Christian CS	Peter Siani	psiani@eccs.wa.edu.au	9342 7377	0450 405 477
SCHOOL	HEAD OF PE	EMAIL	PHONE	MOBILE
Aranmore Catholic College	Dwayne Grace	d.grace@aranmore.wa.edu.au	9201 5234	0422 734 641
Carmel School	Chris Quelch	christopher.quelch@carmel.wa.edu.au	9276 1644	0491 652 632
Mercy College	Andreas Bouzinekis	andreas.bouzinekis@cewa.edu.au	9247 9247	0430 529 165
John Septimus Roe	David Traynor	dtraynor@jsracs.wa.edu.au	9247 2242	0437 800 948
Kingsway Christian College	Paul Whitby	paul.whitby@kcc.wa.edu.au	9302 8777	0413 215 533
St George's AGS	Jodie Scheele	jscheele@stgeorges.wa.edu.au	9312 0800	0403 905 552

HOST SCHOOL

YEAR	SCHOOL	YEAR	SCHOOL
1992	Mercy	2011	Mercy
1993	Newman	2012	Carmel
1994	Servite	2013	John Septimus Roe
1995	Carmel	2014	Kingsway
1996	John Septimus Roe	2015	Mercy
1997	La Salle	2016	Aranmore
1998	Aranmore	2017	John Septimus Roe
1999	Mercy	2018	Carmel
2000	Newman	2019	Kingsway
2001	Carmel	2020	Mercy
2002	John Septimus Roe	2021	Aranmore
2003	Swan Christian	2022	John Septimus Roe
2004	La Salle	2023	St George's
2005	Mercy	2024	Carmel
2006	Aranmore	2025	Kingsway
2007	John Septimus Roe	2026	Mercy
2008	Swan Christian	2027	Aranmore
2009	La Salle	2028	John Septimus Roe
2010	Aranmore	2029	St George's

MEETINGS

Meetings will be convened at the following levels:

Sport Coordinators

Sports Coordinator meetings take place before SMC meetings. The Sports Coordinator from the rostered [host school](#) will chair the Sports Coordinators' meeting and is responsible for minutes derived from the meeting.

SMC MEETING DATES 2023

TERM 1	TERM 2	TERM 3	TERM 4
Thursday 23/2/23	Thursday 27/4/23 Thursday 22/6/23	Thursday 14/8/23	Date TBC by Host School

Principals and Sport Coordinators

The NWAS school Principals and Sports Coordinator meetings will take place as scheduled and at the discretion of the group. The [host school](#) Principal will chair meetings whilst the Sports Coordinator records and distributes the minutes.

PRINCIPAL & SPORTS COORDINATOR MEETINGS DATES 2023

TERM 1	TERM 2	TERM 3	TERM 4
N/A	Tuesday 9/5/23	N/A	TBC at discretion of the group

Minutes derived from all meetings are to be circulated within one week of the meeting. Schools must have representation at all levels of meeting.

INVOLVEMENT

It is the policy of the ACC that students competing in ACC sport must be under 19 years of age as of 31 December. Students who have turned 19 years of age are not permitted to participate in ACC sport.

It is also ACC policy that student participation is limited to "secondary school students" and that the minimum level for participation is enrolment in Year 7.

SPORTS

SUMMER

YEAR 7/8	Girls	Basketball	YEAR 9/10	Girls	Basketball
	Boys	Basketball		Boys	Basketball
	Mixed	IBV		Mixed	IBV
	Mixed	Ultimate Frisbee		Mixed	Ultimate Frisbee
YEAR 7-9	Girls	Basketball	YEAR 10-12	Girls	Basketball
	Boys	Basketball		Boys	Basketball

WINTER

YEAR 7/8	Girls	Netball	YEAR 9/10	Girls	Netball
	Girls	Soccer		Girls	Soccer
	Boys	Soccer		Boys	Soccer
	Boys	Badminton		Boys	Badminton
	Mixed	Touch *		Mixed	Touch *
			YEAR 10-12 (TBC)	Girls	Soccer
				Boys	Soccer
				Girls	Netball

* Touch Mixed: Year 7/8 & 9/10 (minimum of 2 from each gender are required)

FIXTURES

Fixtures are created using a home and away **or one day carnival format**. Fixtures **MUST BE** confirmed by sports coordinators on the Monday of the fixture week.

For current NWS fixtures, please visit the ACC website at <https://www.accsport.asn.au/interschool-sport/nwas/fixtures>

Schools confirm fixtures for the following year at their final meeting in term 4.

NOMINATIONS

For current NWS nominations, please visit the ACC website at <https://www.accsport.asn.au/interschool-sport/nwas/nominations>.

VENUES

Venues will be determined by both schools for each round or standardized (boys' home/girls' away) for first mentioned teams. It is the responsibility of the school providing the venue to ensure that all ground/court markings are complete and adequately maintained.

Venues are available on the ACC website at <https://www.accsport.asn.au/interschool-sport/nwas/venues-1> .

DAYS OF PLAY

Year 7/8

- Tuesdays - Summer and Winter (round robin competitions).
- Term 1 summer one day carnival - Tuesday 28 March 2023.
- Term 2 winter one day carnival - Tuesday 20 June 2023.

Year 9/10

- Wednesdays - Summer and Winter (round robin competitions).
- Term 1 summer one day carnival – Tuesday 29 March 2023.
- Term 2 winter one day carnival – Wednesday 21 June 2023.

HOURS OF PLAY

For round robin competitions, the year 7/8 & 9/10 grades will play from 4.00 pm - 5.00 pm. (NB – schools are encouraged to start earlier if possible). For one day carnivals, round times will depend on the number of schools participating, however will generally start at 9.00 am and finish at 3.00 pm.

Start/Finish Match Length Policy

In the spirit of the NWS competition, schools are to arrive on time to ensure an adequate amount of playing time. In some instances, this may require the 'away' school to leave early or arrange a change of venue to a central location if they cannot meet their starting time commitment. Sports Coordinators are expected to discuss these 'time sensitive fixtures' with their Principal and Deputy Principal well in advance of the fixture.

Both teams should arrive at the venue at least 10 minutes early to allow time for students to warm-up. Schools are committed to start the fixture at 4.00 pm. 4.15 pm is the latest a game can start so teams can finish at 5.00 pm and have adequate time to return to their school (unless notice has been given or schools have discussed otherwise).

All games should have a minimum of 45 minutes playing time (up to 5.00pm) to constitute a match. Quarter and half time breaks are not to be counted within the 45 minute playing time. Specific playing times for individual sports are outlined in the relevant sport [Appendix](#). If it is not possible to complete 45 minutes of playing time up to 5.00 pm, and no contact has been made, then the offending team will forfeit the match. In the case of a match forfeit due to a late start, a 'social' match will still be played but the playing time will be reduced by mutual agreement between coaches ensuring equal half playing periods and a 5.00 pm finish. The result will be invalid.

If a match is to be forfeited due to late arrival, the forfeit must be 'declared' before the start of the match by the coach of the offending team, the umpire/referee, the non-offending coach, or the home team Sports Coordinator. If the forfeit is not declared before the match, the result will stand. Both coaches are to sign the scoresheet so there is a formal approval of the forfeit.

Schools are to ensure that they educate staff, students & outside coaches of the [forfeit clause](#) above to ensure that this rule is implemented in the right spirit.

GENERAL CONDITIONS OF PARTICIPATION

Dress

For all sports, players dress standards must be consistent and in line with the traditional expectations for that sport. However, the school sports uniform may be substituted where appropriate. Specific attention is to be paid to Basketball and Soccer uniforms and safety equipment (e.g., soccer shin pads). Schools are requested to allocate funds where possible to improve on the current standards.

UNIFORM COLOURS	
Aranmore Catholic College	Navy blue and red
Carmel School	Navy blue
John Septimus Roe ACS	Garnet and blue
Mercy College	Navy blue and gold
Kingsway Christian College	Navy blue shirt with red side panels, navy blue shorts
St George's AGS	Red and grey
Emmanuel Christian Community School	

Staffing

Suitable teaching staff are to be assigned a coaching or managing role by the Principal in consultation with the Sports Coordinator. Each team should be accompanied by a teacher or a responsible adult acting on written authorization from the Principal.

If necessary, qualified (in the estimate of the Principal and Sports Coordinator) parents or past students or senior present students may be authorized by the Principal to coach/manage teams.

Duties of scorer, timer, linesmen, and boundary umpires are carried out by competent reserves or suitable persons nominated by the Coach/Manager.

Principals are committed to ensuring that all teams are well supervised. Sport Coordinators are entitled to expect support from senior administrators in approaching and appointing staff to coaching positions.

Staff Authority

Staffs from both schools engaged in a fixture have the authority to address and or discipline students from the opposite school.

Umpires/Referees

The home team MUST provide umpires/referees except for:

- Cricket - each team to supply one umpire. Coaches must umpire, NOT student coaches.
- Netball and Basketball – each school to supply one umpire.
- Indoor Beach Volleyball - each team to supply one umpire.

It is agreed that NWAS work towards the provision of qualified/experienced umpires for all sports at all year levels. Umpires are to be qualified/experienced and if not available within the school, are to be outsourced. Year 11/12 students may umpire/referee if they are suitably qualified/experienced.

Schools are to source external/neutral accredited umpires for finals. The total cost will be shared amongst those schools involved in finals each season. If a NWAS school does not qualify for a final, they will not share in the cost of the umpires/referees.

Send Off Rule

If a student is sent from the field of play in any NWAS sport, he/she is not permitted to return to the field of play for that game. However, that player may be replaced immediately by one of the reserve players. The umpire/referee should indicate the reason for the send off to the team coach and the player concerned when it is convenient. A written report is to be made and copies sent to the Sports Coordinators of each school. The Sports Coordinators should then take appropriate action.

Points

WIN	3 points
LOSS	0 points
DRAW	1 point per team
FORFEIT WIN	3 points
FORFEIT LOSS	0 points

Teams with equal points on weekly and final competition ladders, will be separated in the following manner:

Basketball	Points for and against (goal difference)
Cricket	Runs for and against (point difference)
Volleyball	Sets for and against (sets difference)
Soccer	Goals for and against (goal difference)
Netball	Goals for and against (goal difference)
Touch	Points for and against (point difference)
IBV	Sets for and against (set difference)
Frisbee	Points for and against (point difference)

Forfeits

Early communication is essential to alleviate problems arising from forthcoming forfeits. Games should start by 4.15pm. If teams are not ready to start and no contact has been made, a forfeit will be declared at 4.15pm. The game will still be played, however, as a 'scratch' match not counting for points.

If a forfeit occurs due to a team arriving late or not having the correct gender split, then the forfeit must be 'called' before the start of play. Schools playing players down, i.e., Year 11 in a Year 9/10 competition, will have to forfeit the match, however both schools are still encouraged to play the match as a scratch match.

A forfeiting team will receive 0 points, whilst the opposition team will receive 3 points for that fixture. Teams that win a forfeited game will be awarded a 'forfeit win' score for that particular sport. Teams that created the forfeit will be awarded a 'forfeit loss' score which is 0 (see table below).

When entering a forfeit into Jaro, click on the fixture and go to the 'game status' field. Select the correct forfeit status (i.e., "Forfeited Home or 'Forfeited Away') from the drop down menu. DO NOT ENTER SCORES as Jaro will enter points automatically.

Forfeiting a fixture should be an absolute last resort.

FORFEIT SCORE TABLE

SUMMER	WINTER
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SUMMER	FOR	AGAINST	SUMMER	FOR	AGAINST
Basketball	30	0	Soccer	7	0
Beach Volleyball	20	0	Netball	20	0
Ultimate Frisbee	10	0	Badminton	9	0
Cricket	50	0	Touch Football	10	0
Touch	10	0	AFLX	60	0

Protective Equipment

It is essential that protective equipment is worn at all times and that the equipment is maintained at optimal levels. Shin pads must be worn in soccer matches.

Reporting of Results

Results of all fixtures are reported using the Jaro on-line results system. The home team enters all results in Jaro within 24 hours of the fixture. They can complete this task via the Jaro backend from their computer, or via the Jaro mobile app.

Once all results are entered the scorer must check that results are displaying correctly in the fixtures and on the ladder via the ACC website or the Jaro App. Schools can correct errors at any stage. If there are any issues with the results entry process, schools are to notify the ACC immediately.

If the results cannot be entered by the home team, then the away team should enter the results. Both home and away teams can enter results at any time after the fixture has been played. If Jaro is not functioning and results cannot be entered online, then the results can be emailed to the ACC.

Once results are entered and the opposition team has been notified, the opposition team must confirm results within 48 hours by ticking the "verified" box in Jaro. Any discrepancies must be resolved by both home and away teams and results corrected in Jaro.

It is recommended that the Jaro app be promoted to coaches, students and parents and that the ladders be used to motivate individuals, teams and coaches/managers throughout the season.

N.B. Results entered are considered final once confirmed and verified on-line. Both teams' coaches/managers and captains must settle scoring discrepancies before scorecards are signed.

Final Team Placings

Points gained in qualifying fixtures determine the final team placings for finals. Both summer and winter sport will have a final round - 1st place v's 2nd place - **including one day carnival competitions.**

The venues are to be held at the host school home ground unless a school does not have enough facilities. In this case schools come to an agreement to that venue. **One day carnivals are held at central venues which can be a school ground or an external location.**

Uneven Contests (Mercy Rule)

Recommendation is made that if any game is competitively uneven, the coaches should modify or adapt the game to make it a positive playing experience, i.e., winning team take off better players, mix players between teams, reduce playing numbers for both teams if opposition is short.

At the point when the maximum margin occurs (refer to table below), coaches concur, modify the game and record the result. Game Points will be awarded to the winning school. Scores greater than the maximum allowable score should not be entered into Jaro.

Other sports such as indoor beach volleyball and badminton, whilst not using the maximum allowable scores, should still follow the philosophy of the mercy rule and if a match is grossly one sided make game modifications as outlined above.

SPORT	MAXIMUM MARGIN SCORE
Basketball	30 points
Beach Volleyball	n/a
Ultimate Frisbee	10 points
Cricket	50 runs
Soccer	7 goals
Netball	20 goals
Badminton	n/a
Touch	10 tries
AFLX	points

Inclement Weather

Hot Weather

Home school should contact the weather bureau at 10.30 am. If the weather conditions are extreme (high temp (>37) & high humidity), the home school contacts the away school by 11:00 am. and a decision to cancel can be made. If schools do proceed with sport under hot/humid conditions the following strategies should be employed:

- Reduce match length.
- Increase the number of rest/drink breaks.
- Ensure that adequate fluid replacement occurs before/during/after the match.
- Normal sun protection measures such as hats/sunscreen should already be in place.
- Where possible shade should be available adjacent to playing venues.
- Consider cancellation of outdoor sport only.

Storm/Wet Weather

Home school should contact the weather bureau at 10.30 am. If the forecast is a severe warning (lightning and hail), the home school contacts the away school by 11:00 am and a decision to cancel can be made. If doubtful, teams show up and a decision is made by the home Sports Coordinator on site as to whether games continue. Rain and cold weather is not considered as severe weather. Fixtures should only be cancelled if the weather is severe and poses a significant risk to student safety. The decision to cancel a fixture remains a school-based decision. Fixtures cancelled due to weather will affect all inside and outside venues.

Cancellations

If two schools cancel fixtures due to adverse weather, then that fixture for those two schools will be considered a draw and entered in Jaro using the scores as listed in the table below. **Notes explaining the reason for the drawn results are to be entered in the 'Event Notes' field in the body of the fixture.**

SPORT	FOR	AGAINST
Basketball	10	10
Beach Volleyball	10	10
Ultimate Frisbee	6	6
Cricket	50	50
Touch	3	3
Soccer	2	2
Netball	13	13
Badminton	3/30	3/30
AFLX	30	30

Current weather forecasts can be obtained at <http://www.bom.gov.au/wa/forecasts/perth.shtml>

Team Sizes

The following table lists the maximum team sizes for NWSA sport:

SUMMER			WINTER		
Sport	Max. Size	Min. Size	Sport	Max. Size	Min. Size
Basketball	10	5	Soccer	15	7
Beach Volleyball	10	4	Netball	12	5
Ultimate Frisbee	10	4	Badminton	9	6
Cricket	10	6	Touch	12	4
AFLX	12	5			

Inclusive Students (Students With Additional Needs)

Modifications to include students with additional needs maybe made at the discretion of the coaches. Sports will be modified to encourage participation in accordance with the ACC motto 'Sport in the Right Spirit'.

Student Involvement

It is the intention and spirit of the competition to involve boys and girls in separate teams for all year groups, including years 7/8 combined and 9/10 combined. Students should only participate in teams for their respective year levels. In no circumstances can a student play in a lower year level team.

If at any stage a school cannot fill a team, schools may allow a student to play in a higher year level or across sports of different genders. This should only occur as an extreme measure if no other players are available in that year group and the replacement does not represent as a clear physical advantage to the team. As a courtesy, the coach and or manager of the opposition team must be informed of this change before the start of play.

Coaches should record all participating players on their score card for each match.

FINALS

Finals will take place at the NWSA host school venue between the 1st and 2nd placed team on the ladder after all rounds have been played. Sports that are played at central venues will play their finals at these venues. Paid referees/umpires are to be used whenever possible. Netball and Basketball to have two umpires (one from each school).

In the event of a draw at full time then extra time will be played according to rules set in the table below.

Basketball	Keep playing additional 5 minutes until deadlock is broken
Ultimate Frisbee	Drop off a player per minute until deadlock is broken
Cricket	Refer to Appendix
Touch	Drop off a player per minute until deadlock is broken
Netball	Keep playing additional 5 minutes until deadlock is broken
Soccer	Five penalties for each side
Beach Volleyball	Next point wins
Badminton	n/a
AFLX	Keep playing additional 5 minutes until deadlock is broken

APPENDIX

Basketball

TEAMS

Each school fields one (1) team for each gender.

Teams are to consist of 5 on-court players with up to five (5) interchange players.

DRESS

Basketball strip with numbered singlet or bibs. Non marking shoes are to be worn in games played indoors.

DURATION OF PLAY

Games are to consist of two (2) x 20-minute halves, with a 5-minute changeover at half time. In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the 5.00 pm finish time.

RULES

The rules of the Australian Basketball Association will apply except as stated otherwise in this document.

- A jump ball will commence at the start of the game then possession as per normal basketball.
- The game clock will not be stopped for any reason.
- When there is an obvious difference in ability levels between two teams, the players are to be instructed that teams are to avoid playing a “full court press defense”. Instead, they should allow the opposition to bring the ball over halfway before being engaged by the defense.

SUBSTITUTES

Substitutes are to be made via the umpire on any dead ball except for after a score and should be executed from the side only.

TIME OUTS

1 x 30 second time out per team, per half.

FINALS

In the case of a drawn final then 1 x 5 minutes extra time will be played. If the game is still a draw, the team finishing higher on the ladder will be deemed the winner. Both teams must supply a referee.

Presentations to begin promptly after games have finished. Each venue is to hold a presentation hosted by the Principal (or senior management when the Principal is not available) of the host school. NWAS Premiership Pennants are to be presented to the winning team.

EQUIPMENT

- The home team is to provide the match ball.
- Ball sizes: Size 6 - Girls 7/8, 9/10
 Size 7 - Boys 7/8, 9/10

SCORING/SCORECARDS

One scorer from each team should overlook the scoring duties. Scorecards are to be signed by the referee/s and captains of each team at the conclusion of the fixture. It is assumed that if scoring discrepancies occur, they are settled immediately at the conclusion of the fixture and that results recorded in Jaro are final.

Ultimate Frisbee (Mixed)

TEAMS

- Two teams of five players (5) plus substitutes.
- Maximum team size is ten (10) players.
- Minimum team size is 4 players.

Ratio can be 2:3 any gender. If this gender ratio is not followed then a forfeit is recorded against the offending team, but the game will still be played as a “scratch” match. Forfeits must be declared before the start of play.

DRESS

Players are to be dressed in school sports uniform.

DURATION OF PLAY

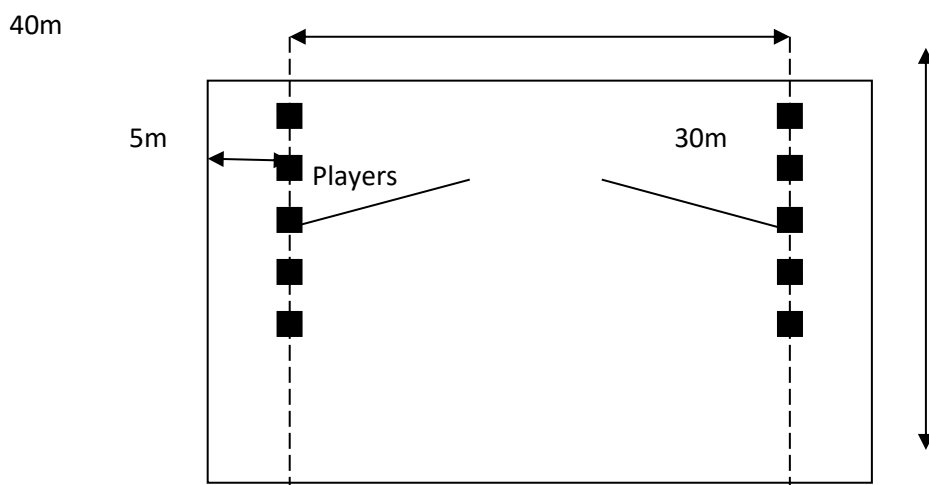
Games are to consist of two (2) x 20-minute halves, with a 5-minute changeover at half time.

RULES

Ultimate is a fast, free flowing game that combines elements of netball, soccer, gridiron and touch rugby. The basic idea of the game is very simple. The aim is for the team with the Frisbee to pass it up the field without dropping it and catch it in an end zone, which scores a point. The other team tries to intercept the disc or knock it down. The sport is non-contact and teams are generally mixed - both genders play on the same team. The other important aspect of Ultimate is that there are NO REFEREES. The players are trusted to make all decisions by themselves.

FIELD

Ultimate is usually played on an approximately half-width football field, with two teams of five players (plus substitutes) lining up against each other. However, any size field can be used depending on space available, and a good game can be had with as few as four players a side. Cones are generally used to mark the corners of the zones and the sidelines. The diagram below displays the size field NWAAS will use for their games with 5 per team. This is minimum size. The maximum size allowed is 50m with 2 x 5m end zones.



QUICK RULES

- There is no running with the frisbee. The frisbee can only be moved up the field by passing it. When a player catches the disc they must establish a “pivot” foot before throwing, a little like basketball.
- The person with the frisbee has 10 seconds to throw. A defensive team member marks them and counts out loud, “stalling...one...two...three...”
- No physical contact is allowed between players. Contact results in a foul. In practice, small amounts of accidental contact are usually tolerated.
- A “turnover” occurs when the frisbee hits the ground, goes out of bounds, is dropped or intercepted. Unlike touch football, if the frisbee is knocked down, the team that last held the frisbee loses it, regardless of who knocks it down. The defensive team takes possession of the disc at that point and becomes the offensive team.
- Unlimited substitutions are allowed between points, although none during points.

- 2m minimum pass distance.
- 20m maximum pass distance.
- 2m spacing on defence
- If a player drops the disc or causes a turnover in their defensive end zone a touchdown/point will be awarded and play will restart.

FOULS

Players call their own fouls when rule violations or contact occurs - there are no referees. A player disagreeing with a foul call can usually “contest” (dispute) the call, in which case the play is redone and the disc returned to the thrower. Players endeavour to be fair in their calls, so calls are rarely contested. Teachers will be present to help supervise the game.

“SPIRIT OF THE GAME”

Unique to Ultimate, and central to individual and team conduct, is the underlying Spirit of the Game, which embodies the sportsmanship which has sadly been lost from other sports. Players undertake to be competitive but fair and truthful, physical but careful, intense but friendly and courteous.

SCORING

To start a point, the defending team “pulls” (throws) the disc from their end zone to the offensive team, who stand in the opposite end-zone. The object of the game is for a team to connect passes down the field until the disc is caught in their opponents’ end zone, scoring one point. Teams change ends at the end of each point.

Results reported are considered final. Scoring discrepancies must be settled by both team's coaches/managers and captains before scorecards are signed.

FINALS

In the case of a drawn final then the player will be dropped off from each team after each minute until one team scores. In the game is still drawn then the team finishing higher on the ladder will be deemed the winner.

Presentations to begin promptly after games have finished. Each venue is to hold a presentation hosted by the Principal (or senior management when the Principal is not available) of the host school. NWAS Premiership Pennants are to be presented to the winning team.

Cricket

TEAMS

- Teams are to consist of eight (8) players.
- Schools can have a team squad of up to ten (10) players, however there must only be eight players on the field. Coaches can determine how they want to balance the team.
- Minimum team numbers are six (6).

DRESS

Players are to be dressed in school sports uniform.

DURATION OF PLAY

Games are to consist a maximum of 8 six-ball overs bowled by each side. A team may not declare its innings closed.

RULES & PLAYING CONDITIONS

- Each game to be played between two teams of eight players with the home team batting first.
- A game consists of a maximum of 8 six-ball overs bowled by each side with a maximum of 6 balls per over.
- A team may not declare its innings closed.
- Each person in the fielding side shall bowl 1 over. Batting pairs shall bat for two overs.
- The wicketkeeper is also required to bowl.
- Bowlers are limited to a 10-metre run-up (limit also applies to the wicketkeeper's position).

Boundaries

- 4 runs scored as normal. Batsman may run extras, i.e., boundary four (4) plus runs. In the event of a run out, batting side will lose runs, run but keep the boundary four (4) with no penalty.
- 8 runs scored for any ball passing over the boundary on the full.

Wide Balls

- A wide ball shall count as 2 extra runs and no extra ball shall be bowled.
- The call of "wide" shall be at the umpire's discretion and the ball shall remain live, i.e., batsmen can run.
- In the final over, wide balls and no-balls are to be re-bowled.

No-ball

- A no-ball shall count as 2 extras and no extra ball shall be bowled.
- Any runs will be credited to the batting team in addition to the extras.

No – ball rules:

- a. Bouncing above shoulder height.
- b. Full toss above waist height.
- c. Wicketkeeper is more than 20 metres from the stumps (strikers end).
- d. Ball bounces more than once.

Retirement

Batsman bat in their pair for two (2) overs and then swap with new pair ensuring all players bat.

Batting Penalty

When a wicket is taken (bowled, caught, run out or stumped) the batting team will be penalised five (5) runs for each wicket taken.

Fielding Restrictions

- No more than 4 fielders on the leg side.
- Pitch length is standard.
- The boundaries shall have a radius of 50 metres from the centre of the wicket (i.e.: 100m diameter)

Extra Time

In the event of a draw at full time then extra time will be played. Keep playing additional 5 minutes until deadlock is broken.

EQUIPMENT

All players are encouraged to wear protective equipment. Batters and Wicket keepers are to wear gloves and a groin protector as a minimum.

Batters

- Pads and gloves
- Helmet with grill
- Groin Protector

Wicketkeeper

- Gloves
- Helmet and grill
- Pads

Ball to be used: Kookaburra Soft-ball.

Home team is to provide wickets and boundary lines.

Each team is to provide an umpire for their team's fielding innings.

SCORESHEETS

Scoresheets are to be signed by the umpire and coaches at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture and that results reported on Jaro are final.

SCORING

Points = Total run score after wicket deductions.

In the case of equal points, the match will be declared a draw and ladder points will be split.

FINALS

In the event of a draw, a super over will be used to decide the winner. Super over rules will be in accordance with ICC regulations.

Summary

- Teams will return to the field with the number of fielders they had on the field at the close of the final over.
- Teams will choose 3 batsmen, 2 of which will head to the pitch of the opposition field. If a wicket falls in the super over, the third batsman will take strike. Should a second wicket fall, that team's innings is declared closed.
- Fielding teams elect one bowler. This player may be chosen from any student who has participated in the match.
- In a super over, wides and no-balls will be re-bowled.
- Each team's total runs scored for that over will be compared and a winner decided.

Presentations to begin promptly after games have finished. Each venue is to hold a presentation hosted by the Principal (or senior management when the Principal is not available) of the host school. NWAS Premiership Pennants are to be presented to the winning team.

Indoor Beach Volleyball (Mixed)

TEAMS

- Teams consist of six (6) players on court with up to four (4) substitutes.
- NWAS IBV teams must always have a maximum of 10 players.
- Schools will incur extra costs from the Millennium IBV Centre if more than 10 players per team attend the venue.
- Schools are encouraged to have an even gender split of 3/3 in all games. If a team cannot achieve the 3/3 mixed gender ratio, then they must be a 2/4 split between either gender. The minimum of two per gender is to facilitate a game where necessary and not a preferred situation especially when there are several female substitutes available.
- Minimum number of players is four (4). If only four players take the court, the gender ratio must be 2:2.

DRESS

School sport uniform.

DURATION OF PLAY

Games are to be contested over the best of 3 sets. Sets are played to 25 points.

RULES

The Game

- Indoor Beach Volleyball (IBV) is a game played by two teams on a sand covered volleyball court surrounded by netting.
- The ball is played rebound off the nets with no outs, therefore the ball is always live.
- The ball may be hit with any part of the body above the waist (no intentional head butting) but each side is limited to three consecutive hits.
- No player is allowed to make two consecutive contacts.

SCORING

- The first two sets of the match are played for 12 minutes each way.
- The team with the most points wins the set.
- Points are scored on rallies.
- The total number of points determines the winner of the match.
- Finals will be played using the same scoring format. In case of a draw, an extra 5 minutes will be played each side.

Points & Service

- If the serving team wins a rally, it scores a point and continues to serve.
- If the receiving team wins a rally, it scores a point and it must serve next.
- If a team wins 5 points in a row on their own serve, the serve then reverts to the other team.

To Win a Set

The team which first scores 25 points wins the set. No minimum lead of two points is required. In the case of a 24-24 tie, play is continued until one team achieves 25 points.

To Win a Game

Games are decided by total number of points. Teams play two sets to 25 points. If time permits, a third set may commence. Once time has been called, umpires/coaches tally total points scored by each team in each set. The winning team is the school who has scored the highest number of points over the sets that have been played.

Officials

The game is controlled by an umpire who scores and keeps the time. In any sport, there are close calls where players will disagree, but the umpire's decision is always final. Any arguing with or abuse directed at an umpire can result in a point reduction, followed by a send off.

The Team

A team consists of six players.

Substitutions are only allowed during breaks between change of serve.

Serving and Positions

- The ball must be served within one metre from the back net and the right hand side net.
- The ball can be served over arm or under arm.
- The ball must not have contact with any nets whilst being served.
- All players must serve. Players are to rotate clockwise on winning the serve.
- The ball must be set at least once on receiving the serve before returning the ball over the centre net.

Ball and Net Abuse

Any kicking of the ball may result in a deduction of two points at the umpire's discretion. Players abusing the nets may be sent off.

Side and Top Nets

All nets can be used in general play, except when serving the ball, or contact with the top net when it is returned over the centre net to the oppositions side of the Court, this is deemed a foul.

General Play

- Any contact with the centre net by a player whilst the ball is in play, will result in a foul.
- A block at the centre net is not included as part of the three hits.
- The blocking player is entitled to play at the ball again on the consecutive shot.
- Two hands must be used to be called a block.
- Any player may not reach over the net when the ball is in play.
- If the umpire deems a player has reached over the net during play, the player will be fouled.

Fouls

THE POINT OR SERVE IS LOST WHEN:

- The ball touches the ground
- Team plays the ball more than three times in succession
- The ball touches a player below the waist
- A player touches the ball twice consecutively (except on a block)
- A player touches the centre net
- The ball touches the top net (except when setting to your own player)
- A player blocks or spikes the ball back over the net off the serve
- The ball does not pass over the net on the serve
- The umpire calls a carry
- A player interferes with an opponent's player
- A player intimidates an opponent or abuses another player
- The serve is made from outside the serving area
- A player kicks the ball
- A player attacking or defending reaches over the net
- A player abuses the umpire
- The ball hits a net when served
- Blood rule - must come off at once

SCORING AND SCORECARDS

The games completed at the call of time shall constitute the "set". The final match result will be determined by each team's total POINTS won, e.g., John Septimus Roe 48 d Carmel 41 (25-10, 11-25, 12-6).

All volleyball coaches must take a record of their own final scores. Scores will be entered into Jaro by the home scorer. Results reported are considered final - scoring discrepancies must be settled by both team's coaches/managers and captains before scorecards are signed.

Touch Football

TEAMS

- Teams are to consist of six (6) players on field at any one time.
- There must be a minimum of 2 girls on field at all times.
- Schools are encouraged to have an even gender split of 3/3 in all games. If a team cannot achieve the 3/3 mixed gender ratio, then they must be a 2/4 split between either gender. If this gender ratio is not followed, then a forfeit is recorded against the offending team but the game will still be played as a “scratch” match.
- Forfeits must be declared before the start of play.
- Minimum number of players is four (4).
- Maximum team size is twelve (12).

DRESS

Players are to be dressed in school sports uniform.

START TIME

All Fixtures are to start at 4:00 pm. To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00 pm start.

DURATION OF PLAY

All games are to consist of two (2) x twenty (20) minute halves with a three (3) minute break between halves.

RULES

- Rules are in accordance with the Australian Touch Association Rules Book except as stated otherwise in this document. Rules can be downloaded off the following web site: <https://tfa-cms.nrl.digital/media/4424/tfa-8th-edition-rulebook-a5-v6.pdf>
- Dummy-half must pass the ball and cannot score a try.
- Defending team must retire a minimum of 5 metres after each touch.

Substitutes

Substitutes are to be made via the referee.

Equipment

The home team is to have suitably sized markers of a distinguishing colour and made from a safe and pliable material which are to be positioned at the intersection of sidelines and score lines (total of six (6) markers).

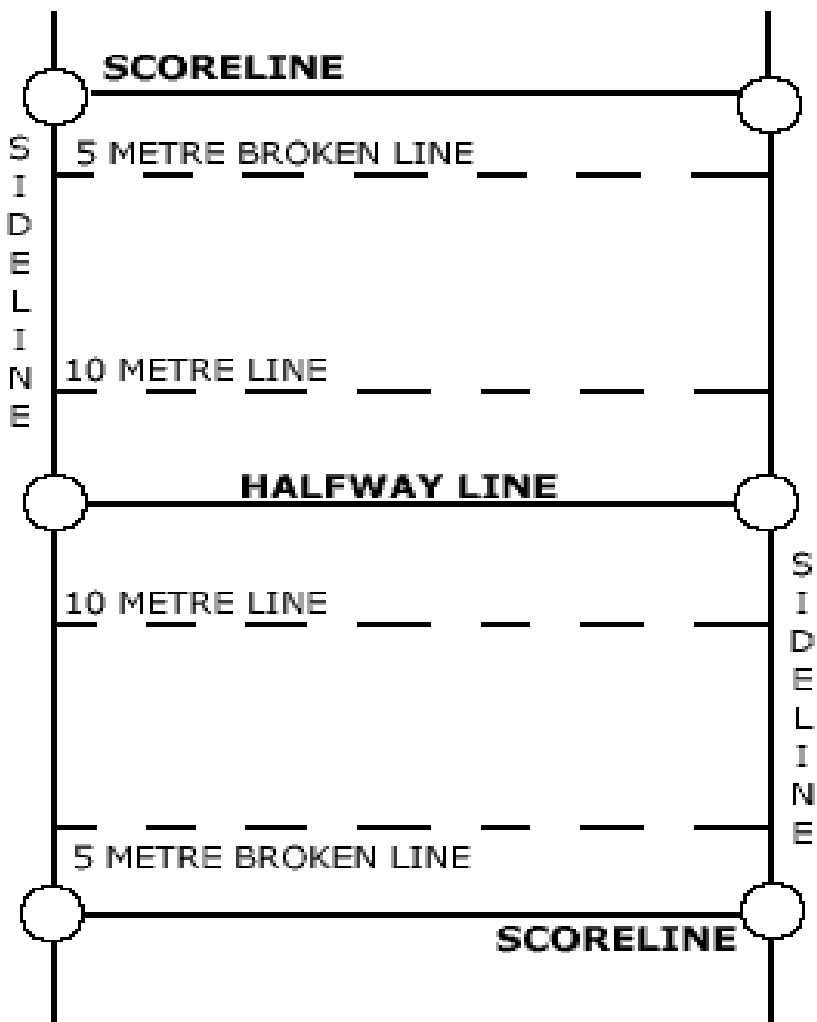
Scorecards

Scorecards are to be signed by the referee and captains at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture and that results reported to the ACC office are final.

FINALS

In the case of a drawn final then the player will be dropped off from each team after each minute until one team scores.

Presentations to begin promptly after games have finished. Each venue is to hold a presentation hosted by the Principal (or senior management when the Principal is not available) of the host school. NWAS Premiership Pennants are to be presented to the winning team.



Soccer

TEAMS

Teams are to consist of eleven (11) players with as many interchange players as they wish. The maximum team size is fifteen (15) players. Efforts should be made to field full strength teams.

Seven (7) players are the minimum to play an official match. An opposing team still has the right to field their full team (11 players) regardless, and the final result will remain valid.

DRESS

Players are to be dressed in numbered soccer tops and uniform shorts and socks. Shin pads must be worn.

START TIME

All fixtures are to start at 4:00 pm. To fulfill this requirement, some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00 pm start.

DURATION OF PLAY

Games are to consist of two (2) x twenty (20) minute halves with a 5 minute break at half time and must be finished by 5.00 pm.

RULES

- Rules are in accordance with Football Australia at <https://www.footballaustralia.com.au/get-involved/refereeing/resources>.
- Substitutes are to be made via the umpire.
- Shin pads must be worn by all players.
- The home team is to have corner flags or markers in place.
- Nets must be used.

FINALS

In the case of a drawn final then each team will take five (5) penalty strokes. If the game is still a draw, then the shootout will move to a sudden death model.

Presentations to begin promptly after games have finished. Each venue is to hold a presentation hosted by the Principal (or senior management when the Principal is not available) of the host school. NWAS Premiership Pennants are to be presented to the winning team.

SCORECARDS

Scorecards are to be signed by the referee and captains at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture and that results recorded in Jaro are final.

Netball

TEAMS

- Teams are to consist of seven (7) players with unlimited interchange players.
- Maximum team size is twelve (12) players.
- Minimum team size is five (5) players.

DRESS

Players are to wear sports uniforms and lettered bibs.

START TIME

All Fixtures are to start at 4:00 pm. To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00 pm start.

DURATION OF PLAY

All games are to consist of four (4) x ten (10) minute quarters with 3 minutes between quarters and 5 minute half time break. Games are to finish at 5.00 pm.

RULES

- Rules are in accordance with Netball Australia <https://netball.com.au/sites/default/files/2020-02/INF-RulesofNetball2020.pdf> unless stated otherwise in this Appendix.
- In the circumstance where dual (wrap around netball and basketball) goals are a permanent fixture of the court, ricocheted goals are to be considered "out of play". When the ball rebounds into court, the ball is also considered out.
- Substitutions can be made via the referee during a stop in play. No substitutions can be made in the final 5 minutes of the game.

SCORECARDS

Scorecards are to be signed by the umpires and captains of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture. Umpires are to coordinate and ensure they concur at each break. Results recorded in Jaro are considered final.

FINALS

In the case of a drawn final then 5 minutes extra time will be played until a deadlock is broken.

Presentations to begin promptly after games have finished. Each venue is to hold a presentation hosted by the Principal (or senior management when the Principal is not available) of the host school. NWAS Premiership Pennants are to be presented to the winning team.

Badminton

TEAMS

- Teams consist of six (6) players made up of three (3) pairs, i.e., Pair 1, Pair 2 & Pair 3.
- Maximum team size is nine (9) players.
- Minimum number of players is six (6).

DRESS

School sport uniform.

START TIME

All Fixtures are to start at 4:00 pm. To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00 pm start.

DURATION OF PLAY

- Games are to be made up of 3 rounds with 3 games in each round – a total of 9 games.
- Rounds are 15 minutes in duration.
- Games are played to time, not points.
- At the conclusion of time (20 minutes) the team with the most points wins the round game. If a draw at the conclusion of time an extra point is played to determine the winner.
- Schools which have won the most round games wins the entire rubber. Games and points for both schools must be totalled and recorded on the scorecard e.g., JSR 3 games (60 points) d Mercy 0 games (55 points). In the event of a tie in the number of games, points will determine the result.
- Games are to finish by 5.00 pm.

Round 1: 4.00pm – 4.15pm			Round 2: 4.15pm – 4.30pm			Round 3: 4.30pm – 4.45pm		
Team A		Team B	Team A		Team B	Team A		Team B
Pair 1	v	Pair 1	Pair 1	v	Pair 2	Pair 1	v	Pair 3
Pair 2	v	Pair 2	Pair 2	v	Pair 3	Pair 2	v	Pair 1
Pair 3	v	Pair 3	Pair 3	v	Pair 1	Pair 3	v	Pair 2

RULES

- The rules of the WA Badminton Association will apply except as stated otherwise in this document. WA Badminton rules are available for download at <https://www.intbadfed.org/badminton-rules/>
- The team listed first on the fixture is to provide new shuttlecocks.
- Substitutes are to be made through the management or captain of the opposing team.

SCORING

- Points & Service: Points are won per rally.
- Serving procedure is in line with WA Badminton Association. In essence, serving is in a rotational order.
- Schools must have 3 complete pairs for a real match to take place.
- Each home school to supply NEW shuttle cocks (plastic or feather) and have some in reserve for each fixture. They must be the same type and speed for all games.

FORFEITS

For each pair missing, the opposing school is credited with 3 games and 90 points toward their final total. In the event of a complete forfeit, the opposing school is credited with 9 games and 270 points. These partial “forfeits” are not entered as total fixture forfeits and need to be done as a normal result entry score.

SCORECARDS

Scorecards are to be signed by the umpires and coaches of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture. Umpires are to coordinate scorecards and ensure they concur at each break. Results recorded in Jaro are considered final.

Timers and Scorers

Scorers from opposing teams must sit together for the duration of the game. Home team is to supply a timer.

FINALS

- Finals matches are played based on the ladder position at the end of the round robin.
- 1st place team v's 2nd placed team at a central venue (unless agreed otherwise).

All games must finish by 5:00 pm with no extra time. If teams draw, the highest on the ladder wins. All coaches and teams are expected to stay at venues for presentations.

Presentations to begin promptly after games have finished. Each venue is to hold a presentation hosted by the Principal (or senior management when the Principal is not available) of the host school. NWAS Premiership Pennants are to be presented to the winning team.

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TEAMS

- Teams are to consist of a maximum of seven (7) players on field at any one time.
- Maximum team size is twelve (12) players.
- Minimum number of players is five (5).

DRESS

Players are to be dressed in school sports uniform.

START TIME

All Fixtures are to start at 4:00 pm. To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00 pm start.

DURATION OF PLAY

All games are to consist of four (4) x eight (8) minute quarters with a two (2) minute break between.

SCORING

- 1 point for a behind (kicked between goal post and point post).
- 6 points for a goal (kicked between goal posts).
- 10 points for goal kicked from beyond the 30m arc.

RULES

- No restrictions on rotations.
- Players should not run further than 10m without a bounce/touch ball to ground.
- Last touch out of bounds a free kick to opposition.
- Kick-ins from behind the goal line after behinds. Back to ball up from the centre after goals.
- At least two players from each team must start each quarter inside each 30m arc.
- No soccering.
- Tackling.
- Two handed tag (no jumper grab, wrap around, sling or bringing to ground).
- After a player has been tagged with the ball, they must dispose of the ball (hand pass or kick) within 3 steps. Disposal after 3 steps will result in a "holding the ball" free kick.
- If a player is tagged after taking a bounce it will be deemed "holding the ball", and a free kick awarded.
- After a player has been identified as "tagged", defensive players should not continue to tag the player. Excessive tagging after the umpire has identified the "tag" will result in a free kick to the ball carrier.

SUBSTITUTES

Substitutes are to be made via the referee.

EQUIPMENT

- Suitably sized coloured markers made from a safe and pliable material which are to be positioned at the 30m arc lines.
- Agility posts are to be used as goals.
- Ball = size 4 synthetic.

SCORECARDS

Scorecards are to be signed by the referee and captains at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture and that results recorded in Jaro are final.

FINALS

In the case of a drawn final then 1 x 5 minutes extra time will be played. If the game is still a draw, then the team finishing higher on the ladder will be deemed the winner.

Presentations to begin promptly after games have finished. Each venue is to hold a presentation hosted by the Principal (or senior management when the Principal is not available) of the host school. NWAS Premiership Pennants are to be presented to the winning team.

FIELD LAYOUT

- Dimensions = 45-90m (width) x 90-120m (length) - approximately soccer field size.
- 4 posts at each end.
- Two 30m arcs.

SPORTS INJURIES

As approved by Council 31 August 1995 Sports Injuries Policy is located on the **Policies & Guidelines** page on the ACC website at <https://www.accsport.asn.au/sites/default/files/Sports%20Injuries%20Policy.pdf> .

UMPIRES/REFEREES

Prior to Game

- Ensure both teams have timekeepers, timing pieces, scorecards and pens, and that they are located in close proximity to one another.
- For football - ensure that goal umpires compare scores at each break.
- Meet both teams in centre of court/field/oval where they line up apposite each other and shake hands.
- Briefly explain specific rules of note.
- Conduct toss of coin for direction of play.
- In case of inclement weather conduct the 'prior to game' instructions in the most practical and convenient manner possible.

The Game

- To enforce the rules of the game.
- To encourage a sense of discipline and cooperation whilst the game is in progress.
- To verbally recognise good play.
- On ground procedures.
- Players sent off, will be off for the rest of the game.
- Stop the game
- Bring all the players to a central point (including the player to be sent off). Explain the reason for send off.
- During a Break
- Discuss the player. Establish an appropriate situation to make the explanation. Explain the reason for the send off to the coach/manager and player at the first convenient break.

Post Game

- Direct 3 cheers to each team.
- Check and sign scorecard.
- NB: The coach is the key to a team's behaviour on and off the field.

GAME PROCEDURE AND ETIQUETTE

Teamsmanship

- To support fellow team members by participating to full capacity.
- To be suitably attired in the appropriate school sporting uniform.
- To promote worthy competition without losing the aspect of enjoyment of participation in a friendly atmosphere.
- To respect the opposition's involvement as individuals and a team.
- To encourage fair play by abiding with umpiring decisions.
- To assist team managers and coaches by offering organisational assistance where possible.
- To take heed of my school's ethos while participating.

Procedure

- To assist in the preparation of venues for the fixtures.
- Captains and Vice Captains to meet the opposing teams on their arrival and advise them of facility location in addition to specific information regarding the fixture when necessary.
- To cater for the needs of opposing players as occasions arise.
- To encourage social interaction.

WORKING WITH CHILDREN LEGISLATION

From 1 January 2006 the State Government introduced legislation requiring certain people working with children in WA to undergo a “Working with Children Check” (WWC). The WWC is compulsory under government legislation and ACC schools must comply with this legislation. In 2008 the legislation will affect people working with children aged between 13-17 years. Persons deemed to be working with children are any volunteers, employees, or contractors (over 18 years of age) who in their usual duties are likely to have contact with children. Contact includes any form of physical contact, oral communication, and electronic communication.

People may also be exempt from the legislation if they are:

- A volunteer under 18 years of age
- A volunteer who is a parent of a child at an ACC school
- A volunteer (over 18 years of age) that has worked with children on no more than five calendar days in a year.

For the purposes of these guidelines, persons deemed to be volunteers are those that are engaged in child-related work for, but are not employed by, the school. The term volunteer is not defined in the legislation. Volunteers that are being “reimbursed” for out-of-pocket expenses such as travel/uniform are still regarded as volunteers and not employees. However, volunteers that receive payments as a “reward” and not a “reimbursement” may be considered as employees and not volunteers. Schools will have to make their own “common sense” decision when determining the status of persons as volunteers or employees. In cases where a volunteer has received a very minimal payment then the school may consider them as a volunteer. In most cases an employee is someone that has received a wage/payment and has signed a contract of employment.

Schools involved in sub-association sport are required to comply with the legislation. Schools must ensure that all coaches, officials and bus drivers that will have contact with children at sporting events (whether they are paid or volunteers) have undergone a working with children check and hold a valid WWC card number (excluding those covered under exemptions above). To comply with the legislation, you will have to keep records to ensure that people working at your sporting events have their WWC ID in order.

WWC records can be recorded in a simple format using the following example:

POSITION	NAME	VOLUNTEER/PAID	EXEMPT? – WHY	WWC CARD NUMBER
Sports Trainer	John Brown	Paid	No	123456
Basketball ref	Sue Brown	Volunteer	Yes – parent of David Brown	Not required
Bus Driver	Rob Jones	Paid	No	123455

For more information:

ACC Guidelines: <https://www.accsport.asn.au/sites/default/files/Sports%20Injuries%20Policy.pdf>

WWC website at: www.checkwwc.wa.gov.au